

GAME BOY ADVANCE

AGB-ALUE-USA

SUPER  
MONKEY  
BALL  
JR.



INSTRUCTION BOOKLET



**WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.**

**IMPORTANT SAFETY INFORMATION - READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES**

** WARNING - Seizures**

Some people (about 1 in 4000) may have seizures or black outs triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.

Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.

Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

**Convulsions**  
**Altered vision**

**Eye or muscle twitching**  
**Involuntary movements**

**Loss of awareness**  
**Disorientation**

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

## **WARNING - Repetitive Motion Injuries**

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendonitis, Carpal Tunnel Syndrome or skin irritation:

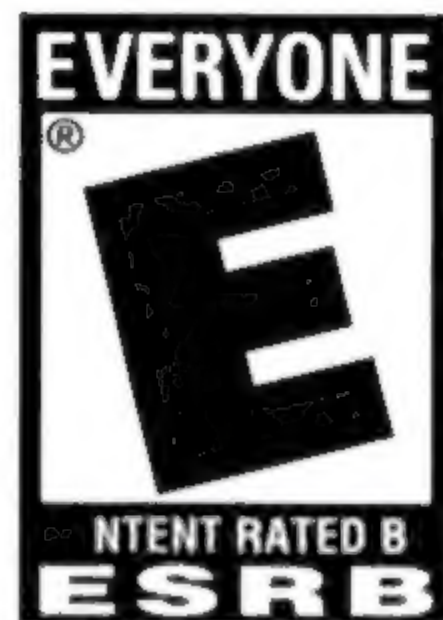
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

## **WARNING - Battery Leakage**

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.



THIS PRODUCT HAS BEEN RATED BY THE ENTERTAINMENT SOFTWARE RATING BOARD. FOR INFORMATION ABOUT THE ESRB RATING, OR TO COMMENT ABOUT THE APPROPRIATENESS OF THE RATING, PLEASE CONTACT THE ESRB AT 1-800-771-3772, OR VISIT [WWW.ESRB.ORG](http://WWW.ESRB.ORG).

© AMUSEMENT VISION, LTD/ SEGA CORPORATION, 2001,2002.  
SEGA and the SEGA Logo are registered trademarks or trademark of SEGA CORPORATION. Super Monkey Ball is a registered trademark or a trademark of Sega Corporation and its affiliates. Created and co-published by SEGA. Exclusively co-published by THQ Inc. THQ and the THQ logo are registered trademarks of THQ Inc. All rights reserved. All other trademarks, logos, and copyrights are property of their respective owners.

LICENSED BY



NINTENDO, GAME BOY, GAME BOY ADVANCE AND THE OFFICIAL SEAL ARE TRADEMARKS OF NINTENDO.  
© 2001 NINTENDO. ALL RIGHTS RESERVED.



THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY. LICENSED BY SALE FOR USE ONLY WITH OTHER AUTHORIZED PRODUCTS BEARING THE OFFICIAL NINTENDO SEAL OF QUALITY.



THIS GAME PAK INCLUDES A MULTI-PLAYER MODE WHICH REQUIRES A GAME BOY® ADVANCE GAME LINK® CABLE.

THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® ADVANCE VIDEO GAME SYSTEM.

# SUPER MONKEY BALL JR.™

## TABLE OF CONTENTS

Getting Started .....	2	Mini Games .....	16
Controls .....	3	Monkey Duel .....	17
Main Menu .....	7	Monkey Fight .....	17
Options .....	8	Monkey Bowling .....	20
Multiplayer .....	10	Monkey Golf .....	22
Connection Method .....	10	Credits .....	25
Multiplayer Mini-Game Play .....	11	Limited Warranty .....	26
Playing the Game .....	12		
Main Game .....	13		
Normal Mode .....	13		
Practice Mode .....	14		
Play Points .....	14		
Banana Bonus Levels .....	15		



## GETTING STARTED

Thank you for purchasing *Super Monkey Ball™ Jr.* Please note that this Game Pak is designed only for use with the Nintendo® Game Boy® Advance. Please read the following instructions thoroughly before you start playing.

1. Turn OFF the power switch on your Nintendo® Game Boy® Advance. Never insert or remove a Game Pak when the power is on.
2. Insert the Game Pak of *Super Monkey Ball™ Jr.* into the slot on the Game Boy® Advance. To lock the Game Pak in place, press firmly.
3. Turn ON the POWER switch. The credit screens will appear (if you don't see them begin again at step 1).
4. When the title screen appears, press START to proceed to the Main Menu.



# CONTROLS

## Menu Screen Controls

Control Pad:

A Button:

B Button:

Stage and mode selection

Stage and mode confirmation

Cancel

\* Restart the game at any time by simultaneously pressing SELECT, START, and the A and B Buttons.



## CONTROLS (Cont.)

### Game Controls

#### Main Game – Normal/Practice

Control Pad: Tilt the playfield to move your monkey

A Button: Tilt the playfield harder

B Button: Tilt the playfield softer

START: Pause game

#### Monkey Fight

Control Pad: Move your monkey around the playing field

A Button: Punch with the boxing glove

START: Pause game

## Monkey Bowling

- Control Pad: Left/Right: Position monkey before bowling
- A Button: Press once to bring up the line your monkey will travel.  
Press again to stop the accuracy line and to set the power bar in motion. Press again to confirm the power to throw the monkey ball down the lane.
- L Button: Use to make the ball spin to the left; the longer you hold the button, the harder the spin
- R Button: Use to make the ball spin to the right; the longer you hold the button, the harder the spin
- START: Pause

## CONTROLS (Cont.)

### Monkey Golf

Control Pad

Left/Right: Move the angle the monkey will travel

Control Pad

Up/Down: Select the maximum distance the monkey will travel

A Button:

Press once to activate Power Meter, press again to choose power level

R Button:

View hole

START:

Pause game

### Monkey Duel

Control Pad:

Tilt the playfield to move your monkey

A Button:

Tilt the playfield harder

B Button:

Tilt the playfield softer

START:

Pause game



## MAIN MENU

Select a gameplay mode or change the gameplay settings.

### Game Start

Select Game Start to choose between Main Game and Mini Game modes. See Playing the Game on page 12 for more information.

### Options

Select Options to view Play Points, Rankings, Credits, adjust the Music/SFX Volume or Reset Data. See Options on page 8 for more information.

### Multiplayer

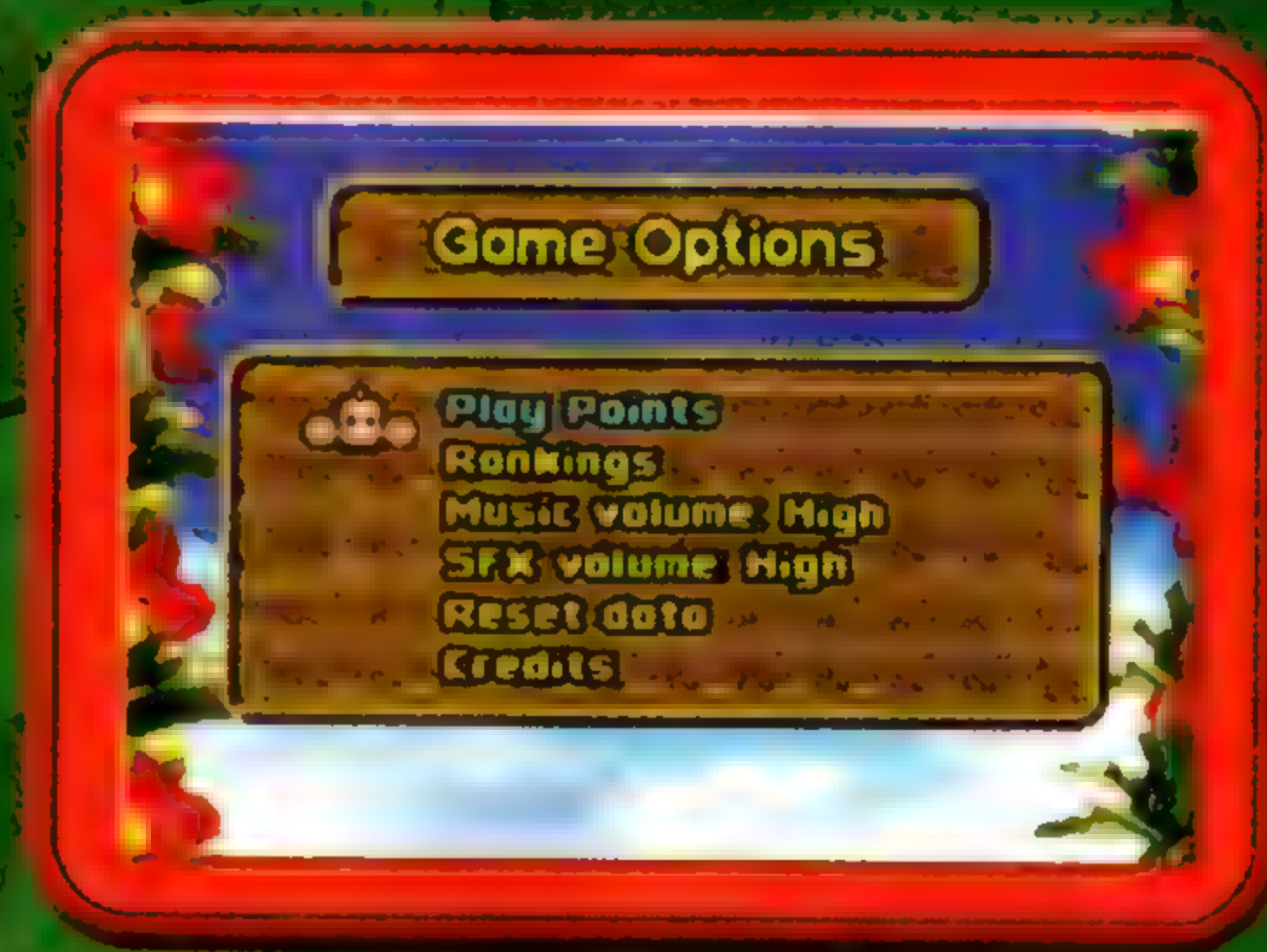
Challenge a friend to a game of Monkey Fight, Monkey Golf, Monkey Bowling or Monkey Duel. See Multiplayer on page 10 for more information.



## OPTIONS

### Play Points

Select Play Points using the Control Pad, and then press the A Button to see how many points you've accumulated, how many continues you have for use during a game and how many Mini Games you've unlocked. Press the B Button to return to the Main Menu screen.



### Rankings

Select Rankings using the Control Pad, and then press the A Button to view the top five scores in the Beginner mode. Press Right on the Control Pad to view the top five scores in the Advanced and the Expert modes. Press the B Button to return to the Main Menu screen.

### Music Volume

Select Music Volume using the Control Pad. Next, press the Control

Pad left/right to adjust the volume to Off, Low, Medium or High. Press the B Button to return to the Main Menu screen.

### SFX Volume

Select SFX Volume using the Control Pad. Next, press the Control Pad left/right to adjust the volume to Off, Low, Medium or High. Press the B Button to return to the Main Menu screen.

### Reset Data

Select Reset Data using the Control Pad, and then press the A Button. Next, press the Control Pad Up/Down to choose either Yes or No to reset your gameplay data. Press the B Button to return to the Main Menu screen. Warning: All player data will be permanently erased by choosing this option!

### Credits

To see who's responsible for *Super Monkey Ball Jr.*, select Credits using the Control Pad, and then press the A Button. Press the B Button to return to the Main Menu screen.

\*Note: Credits will not be selectable until you have beaten one of the difficulty modes in a normal game.

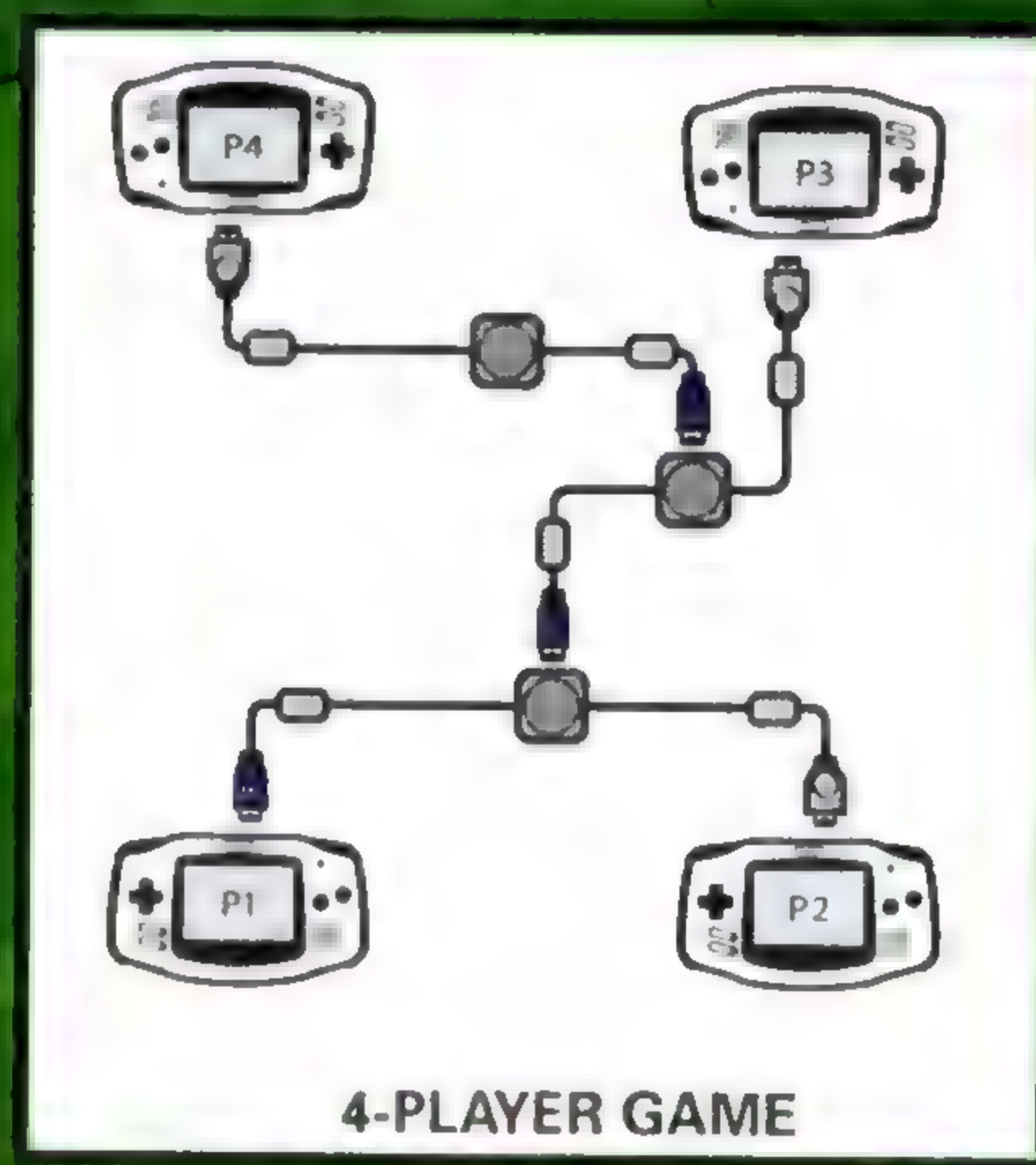
## MULTIPLAYER

To play Mini Games in Multiplayer, connect up to four Game Boy® Advance systems, each with its own *Super Monkey Ball™ Jr. Game Pak*, using one or more Game Boy® Advance Game Link® Cables.

### Connection Method

1. First make sure that the POWER on all Game Boy® Advance systems is switched OFF, then insert the Game Paks into all systems for Multiplayer play.
2. Connect the Game Boy® Advance Game Link® Cables to the external connection sockets on each system. (See Figure)
3. Turn all systems ON.

\*Note: When playing with 2 to 3 players, do not attach systems which are not used in play.



## Multiplayer Mini Game Play

1. After all systems are connected and switched ON, each player should select "Multiplayer" and then press the A Button. Now, each player should press the A Button again to synchronize their Game Boy® Advance systems.
2. Once all the Game Boy® Advance systems are synchronized, "Select a Mini-Game" will appear on each player's screen. Press the Control Pad Left or Right to select a Mini-Game, and then press the A Button.

\*Note: You can also play a multiplayer version of Monkey Bowling or Monkey Golf where everyone takes turns using the same Game Boy® Advance system.

## PLAYING THE GAME



To begin a game, select Game Start from the Main Menu, and then press the A Button. Next, use the Control Pad Left/Right to select Main Game or Mini Games, and then press the A Button to advance to the next screen. To cancel your selection at any time and return to the previous screen, press the B Button.

## MAIN GAME

### Normal Mode

This is the primary game of *Super Monkey Ball Jr.* After choosing Main Game from the Select a Game screen, select Normal Mode using the Control Pad Left/Right and then press the A Button. At the Select Difficulty screen, choose either BE (Beginner), AD (Advanced) or EX (Expert) using the Control Pad Left/Right, and then press the A Button. At the Character Select screen, choose your monkey, either AIAI, MeeMee, Baby or GonGon, and then press the A Button to start your game. Once your game is over, you can choose to quit your session or use a Continue (you have 5) to play on.

To play the game, roll the ball with the monkey inside it toward the goal. Go through the goal before time runs out. If time runs out before you complete the level, you will lose a life. Along the way there will be many delicious bananas, so pick up as many as you can! When you've picked up 50 bananas, you earn an extra life.

\*Note: You can save your progress at any point during gameplay by pressing START and using the Control Pad Up/Down to select Save and Quit.

## MAIN GAME (Cont.)

### Practice Mode:

This is where players can hone their skills on any stage they've already unlocked. After choosing Main Game from the Select a Game screen, select Practice Mode using the Control Pad Left/Right and then press the A Button. At the Character Select screen, choose your monkey, either AI AI, MeeMee, Baby or GonGon, and then press the A Button. At the Stage Select screen, use the Control Pad Left/Right to select the stage you want to practice and use the Control Pad Up/Down to select the Difficulty mode, and then press the A Button to begin.

### Play Points

At the conclusion of every game, players are awarded Play Points. These are crucial in opening up the Mini Games, so be sure to play often.

## Banana Bonus Levels

On level 5 in the Beginner Mode, level 10 in the Advanced Mode, and levels 10 and 20 in the Expert Mode, you get a chance to add to your score by collecting as many bananas as possible within a certain time. While these bonus levels aren't as hard as the normal stages, they can prove quite tricky, so don't expect an easy time of it.



## MINI GAMES

In addition to the Main Game, players can compete in four outrageously fun Mini Games: Monkey Fight, Monkey Golf, Monkey Bowling and Monkey Duel. All the Mini Games are available for single player and multiplayer action, except Monkey Duel, which is for two players only (see page 10 for information on linking Game Boy® Advance systems for multiplayer games). At the Select a Game screen, choose Mini Games using the Control Pad, and then press the A Button.



\*Note: You must accumulate 2500 Play Points in the Normal Mode to unlock each of the Mini Games.

## Monkey Duel (Two-players only)

In Monkey Duel, two players can race through any of the Normal Mode stages that have been unlocked. None of the Bonus levels or Master levels are available in Monkey Duel. Choose up to five levels to compete in and try to collect the most points. Be careful though, players can collide with each other and knock each other out of the arena.



## Monkey Fight

### Single-player Mode

In Monkey Fight, you fight against three other computer-controlled monkeys for up to four rounds. To begin, choose Monkey Fight from the Select a Mini-Game screen, and then press the A Button. Pick the monkey you want to fight with at the

## Monkey Fight (Cont.)

Character Select screen, and then press the A Button. Next, choose the number of wins you would like to play to, from one to four, using the Control Pad Left/ Right. Lastly, choose the arenas you want to fight in – Mid-Summer Jungle Square, Cold Ice Octagon or High Flying UFO Circle – using the Control Pad Left/Right and confirm your selection by pressing the A Button. Players receive points for knocking their opponents out of the arena. The player with the most points wins the round. The player who reaches the chosen number of wins first, wins the game.

### Multitplayer Mode

This is the same as the single-player Monkey Fight, except you can play with up to three of your friends. You can use computer-controlled players to fill in for any human players you're missing, or turn the computer off to only fight against your friends. All human players must have their own copy of *Super Monkey Ball Jr.*

## Power-Ups

During your battles, various boxes will drop onto the playing field containing power-ups. You must punch each box twice to access the power-up, and then roll your monkey over the power-up to grab it. Power-ups last for a limited time.



**Long:** Gives your monkey a longer reach to hit faraway opponents.



**Big:** Makes your monkey's boxing glove twice its normal size.



**Vortex:** By pressing and holding the punch button, your monkey's glove will spin in a circle, hitting anything in its path.

## Monkey Bowling



In Monkey Bowling, one to four people can play through a game of bowling using the monkey as a ball. To begin, select Monkey Bowling from the Select a Mini Game screen, and then press the A Button. At the How Many Players screen, use the Control Pad Left/Right to choose how many people will be bowling, and then press the A Button. If you chose a one-player game, you have the option of playing either the Normal Mode or the Challenge Mode. If you chose two or more players, you only have the option of playing the Normal Mode. After selecting the gameplay mode, choose the monkey you want to bowl with at the Character Select screen, and then press the A Button. For Monkey Bowling, additional players don't need to have their own copy of *Super Monkey Ball Jr.* or their own Game Boy® Advance. Everyone trades off using the same Game Boy® Advance.

**Normal Mode (One to four players)**

Play a straight game of bowling, which is 10 frames, by yourself or with up to three of your friends. The player with the highest score at the end of the game is the winner.

**Challenge Mode (For one player only)**

Play a unique game of bowling where you try to knock down 10 patterns, one at a time, using only 11 balls. You can complete the challenges in any order.

**Multiplayer Mode (For two to four players)**

This is the same game as the Normal Mode except everyone uses his or her own Game Boy® Advance system and copy of *Super Monkey Ball™ Jr.*

## Monkey Golf

In Monkey Golf, one to four people can play a round of nine holes. To begin, select Monkey Golf from the Select a Mini Game screen, and then press the A Button. At the Select Course screen, use the Control Pad Left/Right to choose what course you will golf on, and then press the A Button. Next, select how many people will be golfing, and then press the A Button. For Monkey Golf, additional players don't need to have their own copy of *Super Monkey Ball™ Jr.* Everyone trades off using the same Game Boy® Advance. Now, choose the monkey you want to golf with at the Character Select screen, and then press the A Button.

\*Note: Choose Stroke Play to compete in a standard round of golf. The player with the fewest strokes at the end of the round wins the match. Choose Match Play to compete in a variation of golf. Score fewer than your opponent on a hole to win that hole. The player who wins more holes than the opponents is the winner at the end of Match Play.



### **Multiplayer Mode (For two to four players)**

This is the same game as the Normal Mode except everyone uses his or her own Game Boy® Advance system and copy of *Super Monkey Ball™ Jr.*

Note: There is also a multi-player mode in Normal Mode where players switch off using a single Game Boy® Advance system.



# *The Ultimate Sega Collection*

*For Game Boy®  
Advance*



Violence



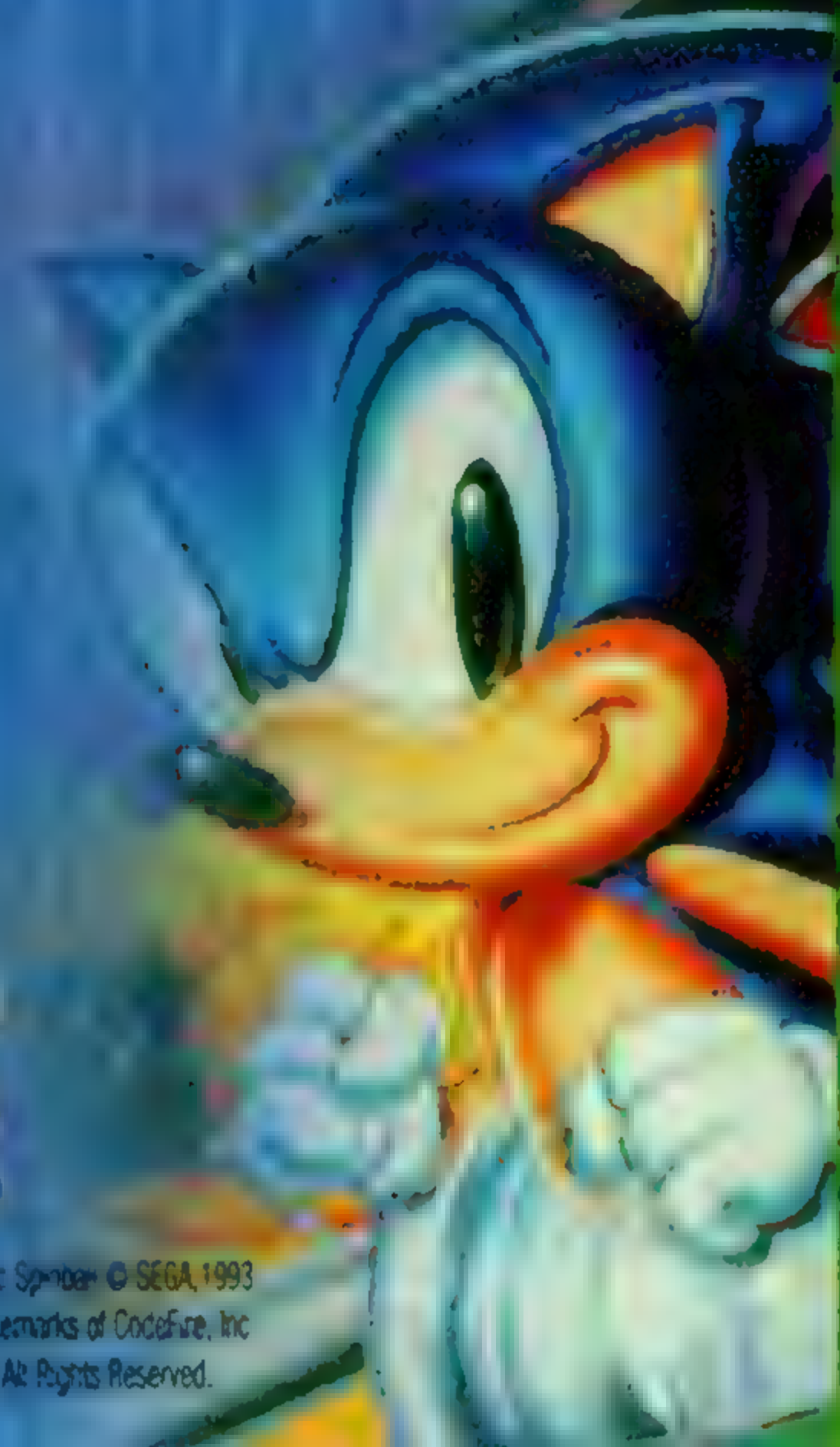
[www.thq.com](http://www.thq.com)



[www.sega.com](http://www.sega.com)

Developed and  
CO-Published by

© SEGA CORPORATION 2001-2002. All Rights Reserved. Sonic The Hedgehog © SEGA, 1991. Sonic Spinball © SEGA, 1993.  
Golden Axe © SEGA 1989. Ecto the Dolphin © SEGA 1993. [www.sega.com](http://www.sega.com). CodeFire and the CodeFire Logo are trademarks of CodeFire, Inc.  
Exclusively co-published by THQ Inc. THQ and the THQ logo are trademarks and/or registered trademarks of THQ Inc. All Rights Reserved.



## CREDITS

**Realism Ltd.**

**Producer/Programmer**

Andy Onions

**Lead Programmer**

Dave Reed

**Programmer**

James Watson

**Programmer**

Neil Millstone

**Lead Artist**

Dave Worton

**Artist**

Michael Smith

**THQ Product**

**Development**

**Executive Vice President**

**-Worldwide Studios**

Jack Sorensen

**Executive Producer**

Brian Christian

**Producer**

Derek C. Smith

**Lead Tester**

Marla Anyomi

**Testers**

Graham Ratliff

Carlos Restrepo

Steve Travers

Logan Derrick

Jim Krenz

Ryan Rothenberger

**QA Technician**

Mario Waibel

**QA Database**

**Administrator**

Jason Roberts

**QA Manager**

Monica Vallejo

**Director of Quality Assurance**

Jeremy S. Barnes

**THQ Marketing**

**VP - Marketing**

Peter Dille

**Group Marketing Manager**

Alison Quirion

**Associate Product Marketing Manager**

Heather Hall

**Marketing Coordinator**

Michael Greene

**Director - Creative Services**

Howard Liebeskind

**Senior Creative Service Manager**

Kathy Helgason

**Creative Services Manager**

Kirk Somdal

**PR Manager**

Reilly Brennan

**Associate PR Manager**

Erik Reynolds

**Manual Writer**

Brett Rector

**Packaging Design**

JAM Advertising

**Extra Special Thanks**

Shinobu Toyoda

Kathy Schoback

Judy Jette-Hansen

Toshihiro Nagoshi

and the Super

Monkey Ball

Development Team

**Special Thanks-**

Brian Farrell, Jeff

Lapin, Alison Locke,

Robert Reilly, Ricardo

Fischer, Jack Suzuki,

Gordon Madison,

Christian Kenney,

Paul Rivas, Stacey

Mendoza, Michael

Rubinelli

## LIMITED WARRANTY

### Warranty and Service Information

In the unlikely event of a problem with your product ("Product"), you may only need simple instructions to correct the problem. Please contact the THQ Inc. ("THQ") Customer Service Department at (818) 880-0456 or on the web at <http://www.thq.com> before returning the Product to a retailer. Live Customer Service Representatives are available to help you Monday through Friday 9am to 5pm PST or you can use our automated systems by phone or on the web 24 hours a day, 7 days a week. Please do not send any Product to THQ without contacting us first. Your 5 digit **Product Code is 32125**. Please use this code to identify your Product when contacting us.

### Limited Warranty

THQ warrants to the best of THQ's ability to the original consumer purchaser of the Product that the medium on which the Product is recorded shall be free from defects in materials and workmanship for a period of ninety (90) days from the original date of purchase. The Product is sold "as is," without express or implied warranty of any kind, and THQ is not responsible for any losses or damages of any kind resulting from use of this Product. If a defect occurs during this ninety (90) day warranty period, THQ will either repair or replace, at THQ's option, the Product free of charge. In the event that the Product is no longer available, THQ may, in its sole discretion, replace the Product with a Product of comparable value. The original purchaser is entitled to this warranty only if the date of purchase is registered at point of sale or the consumer can demonstrate, to THQ's satisfaction, that the product was purchased within the last ninety (90) days.

### To receive warranty service:

Notify the THQ Customer Service Department of the problem requiring warranty service by calling (818) 880-0456 or on the web at <http://www.thq.com>. If the THQ service technician is unable to solve the problem by phone or on the web via e-mail, he will authorize you to return the Product, at your risk of damage, freight and insurance prepaid by you, together with your dated sales slip or similar proof-of-purchase within the ninety (90) day warranty period to:

**THQ Inc.**

**Customer Service Department  
27001 Agoura Road, Suite 270**

### **Calabasas Hills, CA 91301**

THQ is not responsible for unauthorized returns of Product and reserves the right to send such unauthorized returns back to customers. This warranty shall not be applicable and shall be void if: (a) the defect in the Product has arisen through abuse, unreasonable use, mistreatment or neglect; (b) the Product is used with products not sold or licensed by Nintendo or THQ (including but not limited to, non-licensed game enhancement and copier devices, adapters and power supplies); (c) the Product is used for commercial purposes (including rental); (d) the Product is modified or tampered with; (e) the Product's serial number has been altered, defaced or removed.

### **Repairs after Expiration of Warranty**

After the ninety (90) day warranty period, defective Product may be replaced in the United States and Canada for US\$20.00. The original purchaser is entitled to the replacement of defective Product for a fee, only if proof of purchase is provided to THQ. Make checks payable to THQ Inc. and return the product along with the original proof of purchase to the address listed above.

### **Warranty Limitations**

THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND REPRESENTATIONS. NO OTHER WARRANTIES OR REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE THQ. ANY APPLICABLE IMPLIED WARRANTIES OR REPRESENTATIONS, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE ARE HEREBY LIMITED TO NINETY (90) DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL THQ BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.

The provisions of this warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts or exclusion of consequential or incidental damages, so the above limitations and exclusions may not apply to you. This warranty gives you specific legal rights, and you may also have other rights, which may vary, from state to state.

### **Warning**

Copying of this Product or any of its contents or elements is illegal and is prohibited by United States and international copyright laws. Back-up or archival copies of this Product or any of its contents or elements are not authorized and are not necessary to protect your Product. United States and international copyright laws also protect this manual and other printed matter accompanying this Product. Violators will be prosecuted.

# Got **MAD** MONKEY skills?

Take them to the next level  
with **Super Monkey Ball™ 2**  
for the Nintendo  
**GameCube™**

Check out [sega.com/smb2](http://sega.com/smb2) and play  
**Super Monkey Ball™ 2 Mini** now!

- All-new Story Mode
- More than 150 stages
- 12 great Party Games



THQ INC. 27001 AGOURA RD., SUITE 270, CALABASAS HILLS, CA 91301

™, ® and the Nintendo GameCube logo are trademarks of Nintendo. SEGA is registered in the U.S. Patent and Trademark Office. SEGA and SUPER MONKEY BALL are registered trademarks or trademarks of SEGA CORPORATION or its affiliates.

©AMUSEMENT VISION/SEGA 2001, 2002. All Rights Reserved. DOLE® and DOLE & Sun Design® are registered trademarks of Dole Food Company, Inc. The ratings icon is a trademark of the Interactive Digital Software Association.

[www.sega.com/SMB2](http://www.sega.com/SMB2) Printed in USA.

